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8	34	proximity and value and spatial and relationship and texture and gradation	USPAT; US-PGPUB	2003/08/15 15:38

Searched the web for **texture and CAD and proximity**. Results **1** - **10** of about **1,710**. Search took **0.18** seconds.

Publications - 1994
... L.: LARK -- the technology for pocket machining by means of **proximity** maps. ... **CAD**. ... 69-94
CHETVERIKOV, D.: Analysing **texture** anisotropy via gray-level difference ...
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netsculpt: collaborative **CAD** demo
... would be required for a real distributed **CAD** or VR ... Changes to the geometry or **texture** of the model are ... stylus images in netsculpt show the **proximity** of other ...
cs.anu.edu.au/people/Hugh.Fisher/ 3dstuff/netsculpt.html - 20k - Aug 14, 2003 - Cached - Similar pages

[PDF]10. E-TAILOR: Integration of 3D Scanners, **CAD** and Virtual-Try-
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... the competitive advantage of **proximity**, which is ... components for MTM integration **CAD** interoperability standard ... posture of the subject, **texture**/attached landmarks ...
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CAD Systems: Feature May 1999
... formats support, in a complete **CAD** solution call ... Renderware **texture** mapping; NURBS surface creation; Solid helical ... The Smart Cursor senses cursor **proximity** to a ...
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... Space Warps are modifiers whose effect is in relation to it's **proximity** to an object. ... Break away from the linear thinking **CAD** can produce. ... Surface **Texture**. ...
www.max3ds.com/Class/Meeting11.pdf - Similar pages

TV_News - March 1996
... Troy was chosen because of its **proximity** to the ... easy to use environment for importing **CAD** format s ... manipulate realistically shade objects and their **texture** maps ...

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1 **Recursive estimation for CAD model recovery**
Azarbayejani, A.J.; Galyean, T.; Horowitz, B.; Pentland, A.;
CAD-Based Vision Workshop, 1994., Proceedings of the 1994 Second , 8-11 Feb.
Page(s): 90 -97

[Abstract] [PDF Full-Text (716 KB)] **IEEE CNF**

2 **CAD system for Japanese kimono**
Sano, T.; Yamamoto, H.;
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3 **Simplification of surface annotations**
Suits, F.; Klosowski, J.T.; Horn, W.P.; Lecina, G.;
Visualization 2000. Proceedings , 8-13 Oct. 2000
Page(s): 235 -242, 562

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4 **Computer aided texture alignment of Japanese kimono**
Sano, T.; Yamamoto, H.;
Instrumentation and Measurement Technology Conference, 2002. IMTC/2002. Proceedings of the 19th IEEE , Volume: 1 , 21-23 May 2002
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5 **Strong-from-weak model sensor estimation using Voronoi diagrams**
Debaque, B.; Gobert, S.; Ruckebusch, G.; Stamon, G.;
Image Analysis and Processing, 1999. Proceedings. International Conference on , 27-29 Sept. 1999
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[Abstract] [PDF Full-Text (568 KB)] **IEEE CNF**

6 **Textured virtual walls achieving interactive frame rates during walkthroughs of complex indoor environments**
Ebbesmeyer, P.;
Virtual Reality Annual International Symposium, 1998. Proceedings IEEE 1998 , 1 March 1998
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7 **Intelligent design support system for Japanese kimono**
Sano, T.; Yamamoto, H.;
Industrial Electronics, 2000. ISIE 2000. Proceedings of the 2000 IEEE Internation Symposium on , Volume: 2 , 4-8 Dec. 2000
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[Abstract] [PDF Full-Text (428 KB)] **IEEE CNF**

8 **Intelligent CAD system for Japanese kimono**
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Industrial Electronics Society, 2000. IECON 2000. 26th Annual Confjerence of the , Volume: 2 , 22-28 Oct. 2000
Page(s): 942 -947 vol.2

[Abstract] [PDF Full-Text (395 KB)] **IEEE CNF**

9 **Computer aided design system for Japanese kimono**
Sano, T.; Yamamoto, H.;
Instrumentation and Measurement Technology Conference, 2001. IMTC 2001. Proceedings of the 18th IEEE , Volume: 1 , 21-23 May 2001
Page(s): 326 -331 vol.1

[Abstract] [PDF Full-Text (316 KB)] **IEEE CNF**

10 **Design system for Japanese kimono**
Yamamoto, H.; Sano, T.; Hasebe, S.;
Intelligent Data Acquisition and Advanced Computing Systems: Technology and Applications, International Workshop on, 2001. , 1-4 July 2001
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11 **ICASSP 91. 1991 International Conference on Acoustics, Speech and S Processing (Cat. No.91CH2977-7)**
Acoustics, Speech, and Signal Processing, 1991. ICASSP-91., 1991 International Conference on , 14-17 April 1991

[Abstract] [PDF Full-Text (552 KB)] **IEEE CNF**

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12 **A design tool for hierarchical systems**
Glaser, M.; Kneisel, P.;
System Sciences, 1992. Proceedings of the Twenty-Fifth Hawaii International Conference on , Volume: ii , 7-10 Jan. 1992
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13 **Proceedings of International Symposium on Computer Vision - ISCV**
Computer Vision, 1995. Proceedings., International Symposium on , 21-23 Nov. :

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14 **REALISE: reconstruction of REALity from Image SEquences**
Leymarie, F.; de la Fortelle, A.; Koenderink, J.J.; Kappers, A.M.L.; Stavridi, M.; v Ginneken, B.; Muller, S.; Krake, S.; Faugeras, O.; Robert, L.; Gauclin, C.; Laveau Zeller, C.;
Image Processing, 1996. Proceedings., International Conference on , Volume: 3 , 16-19 Sept. 1996
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15 **Photo-specific virtual reality models for an ATE training simulator**
Collins, J.V.; Spann, J.R.;
AUTOTESTCON '97. 1997 IEEE Autotestcon Proceedings , 22-25 Sept. 1997
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1 HLODs for faster display of large static and dynamic environments 83%
Carl Erikson , Dinesh Manocha , William V. Baxter
Proceedings of the 2001 symposium on Interactive 3D graphics March 2001

2 Geometric compression through topological surgery 82%
Gabriel Taubin , Jarek Rossignac
ACM Transactions on Graphics (TOG) April 1998
Volume 17 Issue 2
The abundance and importance of complex 3-D data bases in major industry segments, the affordability of interactive 3-D rendering for office and consumer use, and the exploitation of the Internet to distribute and share 3-D data have intensified the need for an effective 3-D geometric compression technique that would significantly reduce the time required to transmit 3-D models over digital communication channels, and the amount of memory or disk space required to store the models. Because ...

3 Volume sculpting 82%
Sidney W. Wang , Arie E. Kaufman
Proceedings of the 1995 symposium on Interactive 3D graphics April 1995
We present a modeling technique based on the metaphor of interactively sculpting complex 3D objects from a solid material, such as a block of wood or marble. The 3D model is represented in a 3D raster of voxels where each voxel stores local material property information such as color and texture. Sculpting is done by moving 3D voxel-based tools within the model. The affected regions are indicated directly on the 2D projected image of the 3D model. By reducing the complex operations between ...

4 Session 2: environments: Incorporating dynamic real objects into immersive virtual environments 80%

Benjamin Lok , Samir Naik , Mary Whitton , Frederick P. Brooks

Proceedings of the 2003 symposium on Interactive 3D graphics April 2003

We present algorithms that enable virtual objects to interact with and respond to virtual representations, *avatars*, of real objects. These techniques allow dynamic real objects, such as the user, tools, and parts, to be visually and physically incorporated into the virtual environment (VE). The system uses image-based object reconstruction and a volume query mechanism to detect collisions and to determine plausible collision responses between virtual objects and the avatars. This allows o ...

5 Three-dimensional object recognition 80%

Paul J. Besl , Ramesh C. Jain

ACM Computing Surveys (CSUR) March 1985

Volume 17 Issue 1

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

6 Collaborative augmented reality environments: integrating VR, working materials, and distributed work spaces 80%

Monika Büscher , Michael Christensen , Kaj Grønbæk , Peter Krogh , Preben Mogensen , Dan Shapiro , Peter Ørbæk

Proceedings of the third international conference on Collaborative virtual environments September 2000

In this work, we present a new method for displaying stereo scenes, which speeds up the rendering time of complex geometry. We first discuss a scene splitting strategy, allowing us to partition objects to the distant background or the near foreground. Furthermore, wededuce a computation rule for positioning a cutting plane in the scene.

7 GAPS: general and automatic polygonal simplification 80%

Carl Erikson , Dinesh Manocha

Proceedings of the 1999 symposium on Interactive 3D graphics April 1999

8 Dextrous virtual work 80%

Timothy Poston , Luis Serra

Communications of the ACM May 1996

Volume 39 Issue 5

9 Computational strategies for object recognition 80%

Paul Suetens , Pascal Fua , Andrew J. Hanson

ACM Computing Surveys (CSUR) March 1992

Volume 24 Issue 1

This article reviews the available methods for automated identification of objects in digital

images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

10 Similarity querying II: Using sets of feature vectors for similarity search on voxelized CAD objects 77%

Hans-Peter Kriegel , Stefan Brecheisen , Peer Kröger , Martin Pfeifle , Matthias Schubert

Proceedings of the 2003 ACM SIGMOD international conference on on Management of data June 2003

In modern application domains such as multimedia, molecular biology and medical imaging, similarity search in database systems is becoming an increasingly important task. Especially for CAD applications, suitable similarity models can help to reduce the cost of developing and producing new parts by maximizing the reuse of existing parts. Most of the existing similarity models are based on feature vectors. In this paper, we shortly review three models which pursue this paradigm. Based on the most ...

11 Projective and view-dependent textures: GigaWalk: interactive walkthrough of complex environments 77%

William V. Baxter , Avneesh Sud , Naga K. Govindaraju , Dinesh Manocha

Proceedings of the 13th Eurographics workshop on Rendering July 2002

We present a new parallel algorithm and a system, GigaWalk, for interactive walkthrough of complex, gigabyte-sized environments. Our approach combines occlusion culling and levels-of-detail and uses two graphics pipelines with one or more processors. GigaWalk uses a unified scene graph representation for multiple acceleration techniques, and performs spatial clustering of geometry, conservative occlusion culling, and load-balancing between graphics pipelines and processors. GigaWalk has been use ...

12 Computer-aided space planning 77%

William R. Miller

Proceedings of the June 1970 design automation workshop on Design automation June 1970

This paper describes the application of MATRAN-III, a computer program developed by the author, to planning the space for a branch bank in Southern California. MATRAN-III is used to identify clusters of elements within a set of interrelated elements. The program accepts any arbitrary listing of the elements and their proximal relations and creates an adjacency matrix. This matrix is block diagonalized yielding visually recognizable patterns which can be mapped into line-dot diagrams. These ...

13 New techniques for ray tracing procedurally defined objects 77%

James T. Kajiya

Proceedings of the 10th annual conference on Computer graphics and interactive techniques July 1983

We present new algorithms for efficient ray tracing of three procedurally defined objects: fractal surfaces, prisms, and surfaces of revolution. The fractal surface algorithm performs recursive subdivision adaptively. Subsurfaces which cannot intersect a given ray are culled from further consideration. The prism algorithm transforms the three dimensional ray-surface intersection

problem into a two dimensional ray-curve intersection problem, which is solved by the method of strip trees. The ...

14 View planning for automated three-dimensional object reconstruction and inspection 77%
William R. Scott , Gerhard Roth , Jean-François Rivest
ACM Computing Surveys (CSUR) March 2003
Volume 35 Issue 1
Laser scanning range sensors are widely used for high-precision, high-density three-dimensional (3D) reconstruction and inspection of the surface of physical objects. The process typically involves planning a set of views, physically altering the relative object-sensor pose, taking scans, registering the acquired geometric data in a common coordinate frame of reference, and finally integrating range images into a nonredundant model. Efficiencies could be achieved by automating or semiautomating ...

15 Model-based recognition in robot vision 77%
Roland T. Chin , Charles R. Dyer
ACM Computing Surveys (CSUR) March 1986
Volume 18 Issue 1
This paper presents a comparative study and survey of model-based object-recognition algorithms for robot vision. The goal of these algorithms is to recognize the identity, position, and orientation of randomly oriented industrial parts. In one form this is commonly referred to as the "bin-picking" problem, in which the parts to be recognized are presented in a jumbled bin. The paper is organized according to 2-D, 2½-D, and 3-D object representations, which are used as the basis for ...

16 Session P5: point primitives for visualization: Efficient simplification of point-sampled surfaces 77%
Mark Pauly , Markus Gross , Leif P. Kobbelt
Proceedings of the conference on Visualization '02 October 2002
In this paper we introduce, analyze and quantitatively compare a number of surface simplification methods for point-sampled geometry. We have implemented incremental and hierarchical clustering, iterative simplification, and particle simulation algorithms to create approximations of point-based models with lower sampling density. All these methods work directly on the point cloud, requiring no intermediate tesselation. We show how local variation estimation and quadric error metrics can be emplo ...

17 Getting graphics in gear: graphics and dynamics in driving simulation 77%
Rod Deyo , John A. Briggs , Pete Doenges
ACM SIGGRAPH Computer Graphics , Proceedings of the 15th annual conference on Computer graphics and interactive techniques June 1988
Volume 22 Issue 4

18 Book reviews 77%
Karen T. Sutherland
intelligence March 2001
Volume 12 Issue 1

19 Simplification of surface annotations 77%
Frank Suits , James T. Klosowski , William P. Horn , Gérard Lecina
Proceedings of the conference on Visualization '00 October 2000

20 Expression cloning 77%
Jun-yong Noh , Ulrich Neumann
Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001

We present a novel approach to producing facial expression animations for new models. Instead of creating new facial animations from scratch for each new model created, we take advantage of existing animation data in the form of vertex motion vectors. Our method allows animations created by any tools or methods to be easily retargeted to new models. We call this process *expression cloning* and it provides a new alternative for creating facial animations for character models. Expression ...

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